

Handicap incomplete tournaments of odd order

Dalibor Froncek
University of Minnesota Duluth

or...

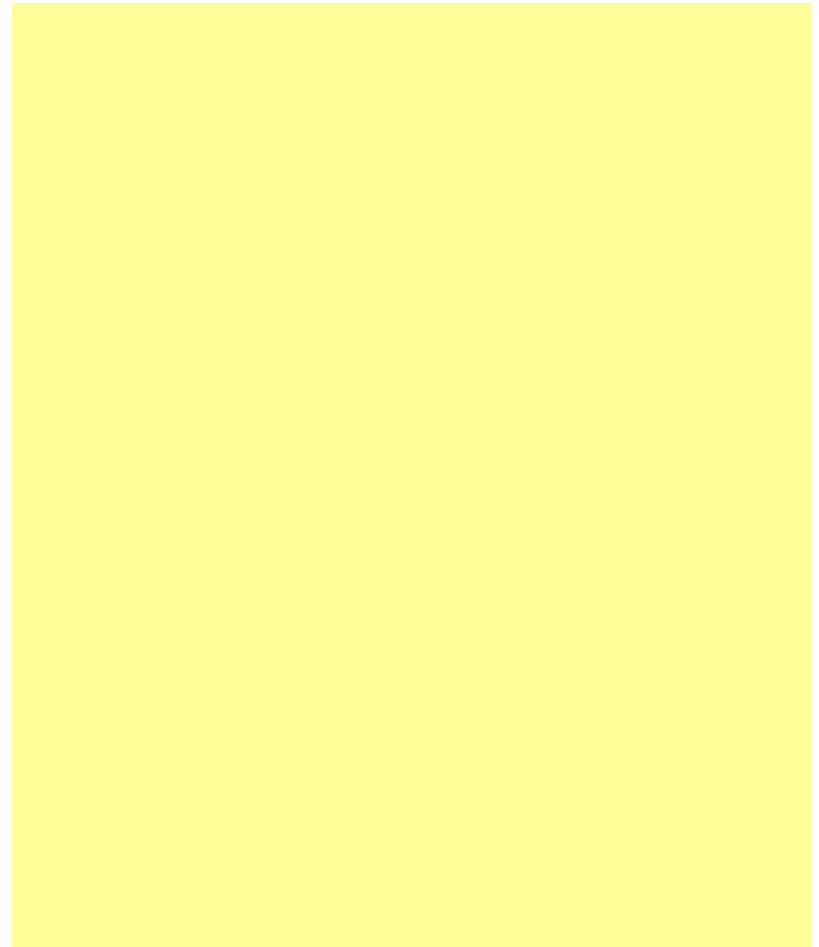
Dalibor Froncek
University of Minnesota Duluth

or...

***Short trip to the 19th century
and back***

Dalibor Froncek
University of Minnesota Duluth

Incomplete round robin tournaments



Incomplete round robin tournaments

What if we have 8 teams but not enough time to play a complete tournament?

Say we can play only 4–6 games per team.

Incomplete round robin tournaments

What if we have 8 teams but not enough time to play a complete tournament?

Say we can play only 4–6 games per team.

What games we choose, if the teams are ranked according to their strength?

We have several options:

Incomplete round robin tournaments

What if we have 8 teams but not enough time to play a complete tournament?

Say we can play only 4–6 games per team.

What games we choose, if the teams are ranked according to their strength?

We have several options:

- All teams have the same strength of schedule

Incomplete round robin tournaments

What if we have 8 teams but not enough time to play a complete tournament?

Say we can play only 4–6 games per team.

What games we choose, if the teams are ranked according to their strength?

We have several options:

- All teams have the same strength of schedule
- The tournaments mimics the complete tournament (strongest team has easiest schedule)

Incomplete round robin tournaments

What if we have 8 teams but not enough time to play a complete tournament?

Say we can play only 4–6 games per team.

What games we choose, if the teams are ranked according to their strength?

We have several options:

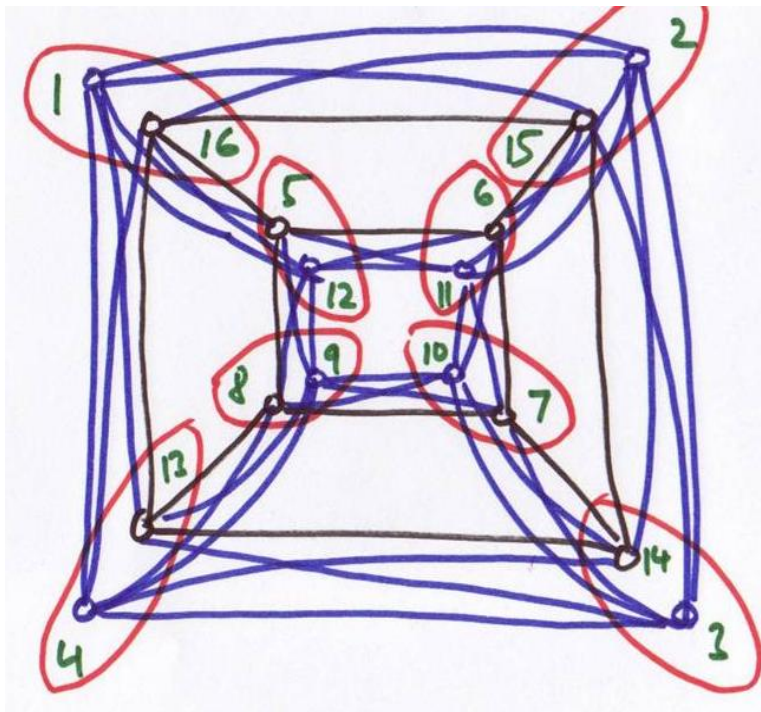
- All teams have the same strength of schedule
- The tournaments mimics the complete tournament (strongest team has easiest schedule)
- All teams have the same chance of winning (weakest team has easiest schedule)

Distance magic labeling (equal strength)

Distance magic vertex labeling of a graph G with n vertices:

A bijection μ from the vertex set of G to $\{1, 2, \dots, n\}$ such that sum $w(x)$ of labels of the neighbors of each vertex (called the *weight* of x) is equal to the same constant m .

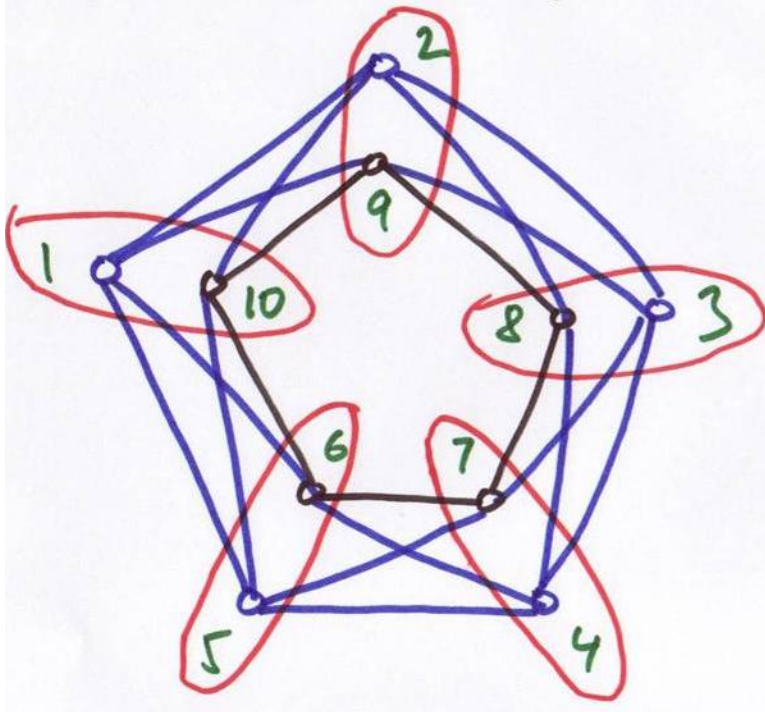
Distance magic labeling (equal strength)



Distance magic vertex labeling of a graph G with n vertices:

A bijection μ from the vertex set of G to $\{1, 2, \dots, n\}$ such that sum $w(x)$ of labels of the neighbors of each vertex (called the *weight* of x) is equal to the same constant m .

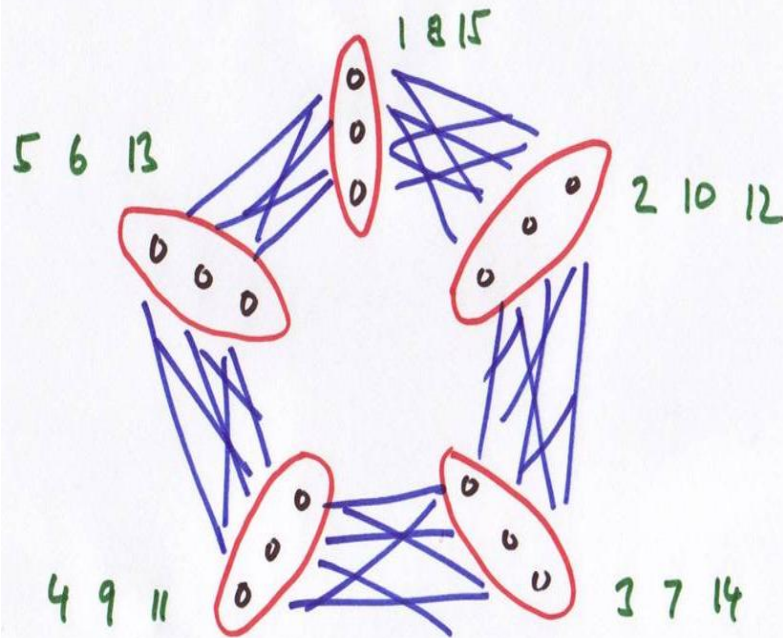
Distance magic labeling (equal strength)



Distance magic vertex labeling of a graph G with n vertices:

A bijection μ from the vertex set of G to $\{1, 2, \dots, n\}$ such that sum $w(x)$ of labels of the neighbors of each vertex (called the *weight* of x) is equal to the same constant m .

Distance magic labeling (equal strength)



Distance magic vertex labeling of a graph G with n vertices:

A bijection μ from the vertex set of G to $\{1, 2, \dots, n\}$ such that sum $w(x)$ of labels of the neighbors of each vertex (called the *weight* of x) is equal to the same constant m .

Theorem 1: There is no r -regular DM graph for r odd.

Theorem 2: For n even there is an r -regular DM graph with n vertices if and only if $r \equiv 0 \pmod{4}$ or $n \equiv 0 \pmod{4}$.

Theorem 3: For n odd there is an r -regular DM graph with n vertices if $q > 1$ is odd, $s > 0$, $r = 2^s q$, and $q|n$.

Theorem 4: For n odd there is an r -regular DM graph with n vertices if $q > 1$ is odd, $s > 0$, $r = 2^s q$, $r \leq (2n - 4)/7$.

Tournament comparison

Team\Opps ranking	Complete RR	Incomplete RR FAIR	Incomplete RR EQUAL STRENGTH	Incomplete RR HANDICAP
1	35	$35 - m$	m	$k+1$
2	34	$34 - m$	m	$k+2$
3	33	$33 - m$	m	$k+3$
4	32	$32 - m$	m	$k+4$
5	31	$31 - m$	m	$k+5$
6	30	$30 - m$	m	$k+6$
7	29	$29 - m$	m	$k+7$
8	28	$28 - m$	m	$k+8$

Handicap tournaments

We want to find an r -factor such that the sum of rankings of the neighbors of team i (i.e., the games which **will** be played) will be equal to $k+i$ for some constant k .

Handicap tournaments

We want to find an r -factor such that the sum of rankings of the neighbors of team i (i.e., the games which **will** be played) will be equal to $k+i$ for same constant k .

Team\Opps ranking	Incomplete RR HANDICAP
1	$k+1$
2	$k+2$
3	$k+3$
4	$k+4$
5	$k+5$
6	$k+6$
7	$k+7$
8	$k+8$

Which games to play?

We want to find an r -factor such that the sum of rankings of the neighbors of team i (i.e., the games which **will** be played) will be equal to $k+i$ for some constant k .

Distance-antimagic vertex labeling of a graph G :

A bijection μ from the vertex set of G to $\{1, 2, \dots, n\}$ such that weights of all vertices form the set

$\{k+1, k+2, \dots, k+n\}$

for some constant k .

Which games to play?

So in fact a fair incomplete round robin tournament is a distance-antimagic graph

Distance-antimagic vertex labeling of a graph G :

A bijection μ from the vertex set of G to $\{1, 2, \dots, n\}$ such that weights of all vertices form the set

$\{k+1, k+2, \dots, k+n\}$

for some constant k .

Which games to play?

We want to find an r -factor such that the sum of rankings of the neighbors of team i (i.e., the games which will be played) will be equal to $k+i$ for some constant k .

Handicap distance-antimagic vertex labeling of a graph G :

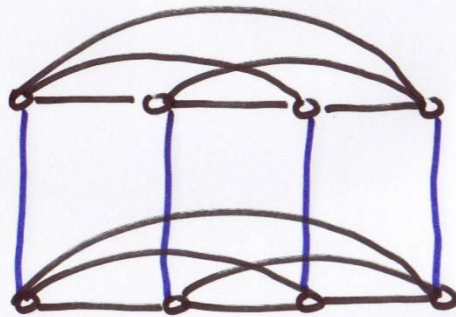
A bijection μ from the vertex set of G to $\{1, 2, \dots, n\}$ such that weight of vertex i is equal to $k+i$ for some constant k .

Which games to play?

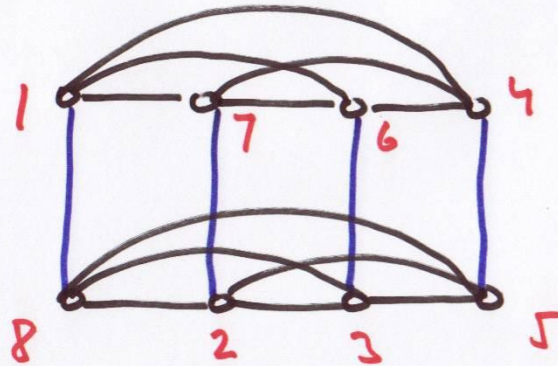
We want to find an r -factor such that the sum of rankings of the neighbors of team i (i.e., the games which will be played) will be equal to $k+i$ for some constant k .

We want to find an r -factor F which has an *handicap distance-antimagic vertex labeling*.

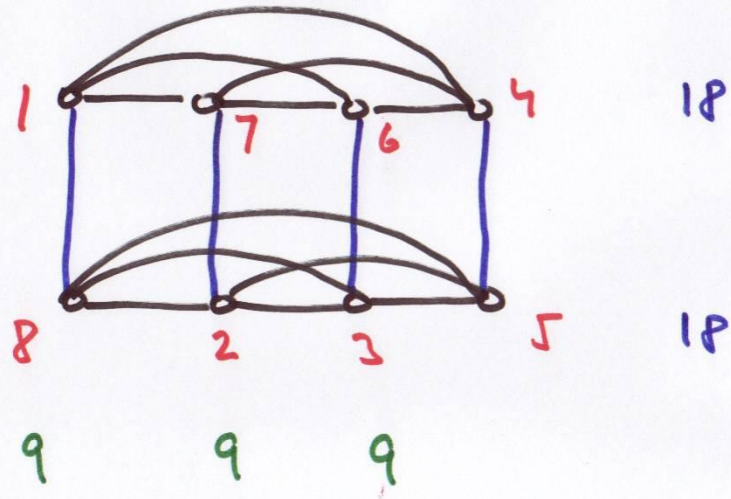
$K_2 \times K_4$



$K_2 \times K_4$



$K_2 \times K_4$



Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

K_2 K_4

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

Team 1 misses opponents with total rankings

$$18 + 9$$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

Team 1 misses opponents with total rankings

$$18 + 9 - 1 - 1 = 25$$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

Team 1 misses opponents with total rankings

$$18 + 9 - 1 - 1 = 25$$

therefore plays opponents with total rankings

$$35 - 25 = 10$$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

Team 2 misses opponents with total rankings

$$18 + 9 - 2 - 2 = 23$$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

Team 2 misses opponents with total rankings

$$18 + 9 - 2 - 2 = 23$$

therefore plays opponents with total rankings

$$34 - 23 = 11$$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

Team 3 misses opponents with total rankings

$$18 + 9 - 3 - 3 = 21$$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	7	6	4	18
8	2	3	5	18
9	9	9	9	

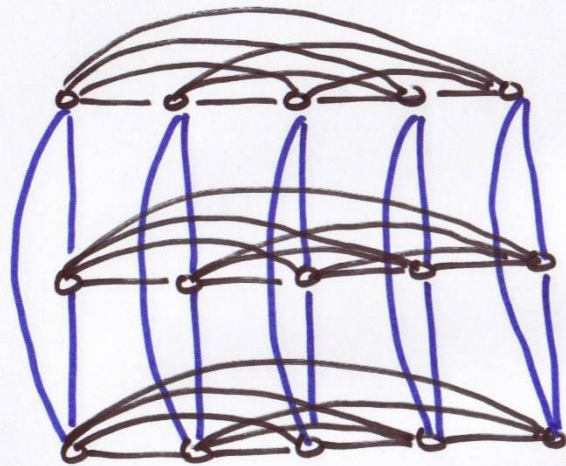
Team 3 misses opponents with total rankings

$$18 + 9 - 3 - 3 = 21$$

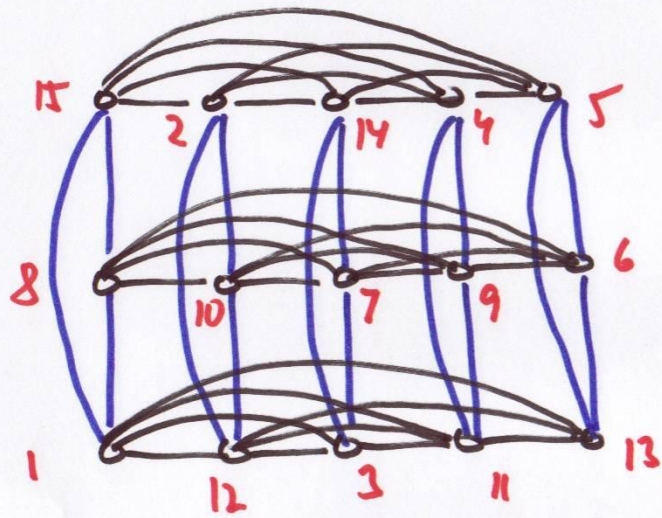
therefore plays opponents with total rankings

$$33 - 21 = 12$$

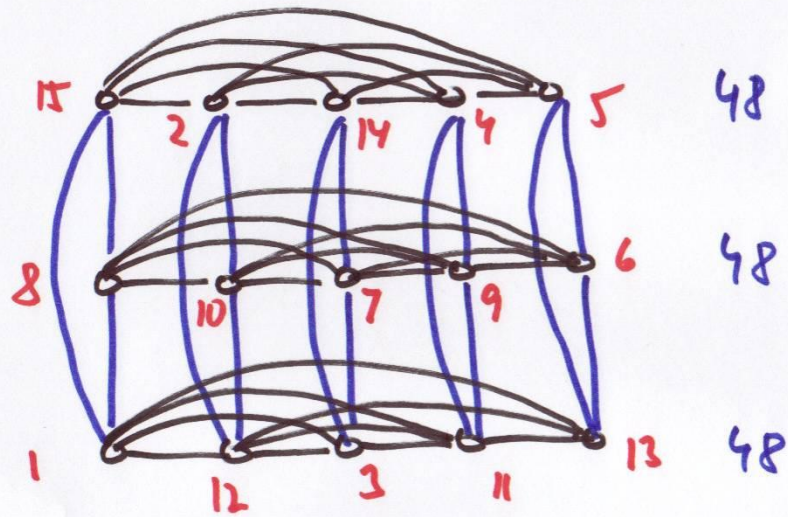
$$K_3 \times K_5$$



$$K_3 \times K_5$$



$$K_3 \times K_5$$



$$\Sigma \quad 24 \quad 24 \quad 24 \quad 24 \quad 24$$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

15	2	14	4	5	40
8	10	7	9	6	40
1	12	3	11	13	40
24	24	24	24	24	

K_3 K_5

Definition: A *magic rectangle* $\text{MR}(a,b)$ is an $a \times b$ array with $a, b > 1$ in which the first ab positive integers are placed so that the sum over each column of $\text{MR}(a,b)$ is $\sigma(a,b) = a(ab + 1)/2$ and the sum over each row is $\tau(a,b) = b(ab + 1)/2$.

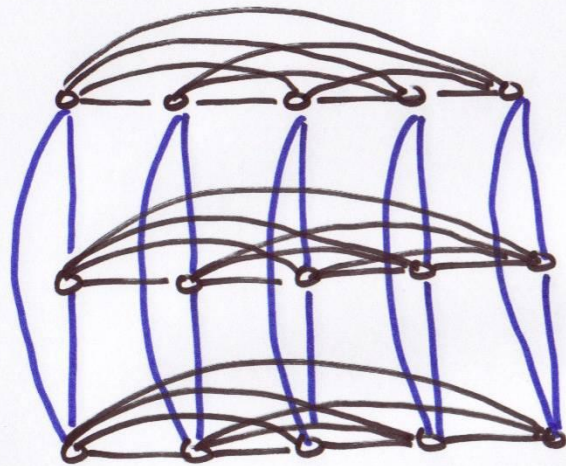
Definition: A *magic rectangle* $MR(a,b)$ is an $a \times b$ array with $a, b > 1$ in which the first ab positive integers are placed so that the sum over each column of $MR(a,b)$ is $\sigma(a,b) = a(ab + 1)/2$ and the sum over each row is $\tau(a,b) = b(ab + 1)/2$.

52	61	4	13	20	29	36	45
14	3	62	51	46	35	30	19
53	60	5	12	21	28	37	44
11	6	59	54	43	38	27	22
55	58	7	10	23	26	39	42
9	8	57	56	41	40	25	24
50	63	2	15	18	31	34	47
16	1	64	49	48	33	32	17

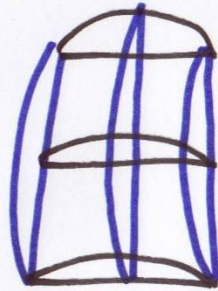
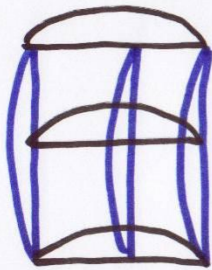
Definition: A *magic rectangle* $\text{MR}(a,b)$ is an $a \times b$ array with $a, b > 1$ in which the first ab positive integers are placed so that the sum over each column of $\text{MR}(a,b)$ is $\sigma(a,b) = a(ab + 1)/2$ and the sum over each row is $\tau(a,b) = b(ab + 1)/2$.

Theorem: (Harmuth, 1861) There is a magic rectangle $\text{MR}(a,b)$ if and only if $a \equiv b \pmod{2}$ except when $a = b = 2$.

$K_3 \times K_5$



3 $K_2 \times K_3$



Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	27	14	42	10	9	23	42	19	18	5
15	2	25	42	24	11	7	42	6	20	16
26	13	3	42	8	22	12	42	17	4	21
42	42	42		42	42	42		42	42	42

$3 K_3 \quad K_3$

Remove an r -factor F with
a distance-antimagic vertex labeling with $\text{diff} = 2$

1	15	14	4	34	5	11	10	8
16	2	3	13	34	12	6	7	9
17	17	17	17		17	17	17	17

$2 K_2 \quad K_4$

Definition: A *magic rectangle set* $\text{MRS}(a,b;c)$ is a collection of c arrays $a \times b$ with $a, b > 1$ in which the first abc positive integers are placed so that the sum over each column of every $\text{MR}(a,b)$ is $\sigma(a,b) = ac(abc + 1)/2$ and the sum over each row is $\tau(a,b) = bc(abc + 1)/2$.

Definition: A *magic rectangle set* $\text{MRS}(a,b;c)$ is a collection of c arrays $a \times b$ with $a, b > 1$ in which the first abc positive integers are placed so that the sum over each column of every $\text{MR}(a,b)$ is $\sigma(a,b) = ac(abc + 1)/2$ and the sum over each row is $\tau(a,b) = bc(abc + 1)/2$.

1	27	14	42	10	9	23	42	19	18	5
15	2	25	42	24	11	7	42	6	20	16
26	13	3	42	8	22	12	42	17	4	21
42	42	42		42	42	42		42	42	42

Definition: A *magic rectangle set* $\text{MRS}(a,b;c)$ is a collection of c arrays $a \times b$ with $a, b > 1$ in which the first abc positive integers are placed so that the sum over each column of every $\text{MR}(a,b)$ is $\sigma(a,b) = ac(abc + 1)/2$ and the sum over each row is $\tau(a,b) = bc(abc + 1)/2$.

Theorem: There no magic rectangle set $\text{MRS}(a,b;c)$ for a odd if b or c is even.

Definition: A *magic rectangle set* $\text{MRS}(a,b;c)$ is a collection of c arrays $a \times b$ with $a, b > 1$ in which the first abc positive integers are placed so that the sum over each column of every $\text{MR}(a,b)$ is $\sigma(a,b) = ac(abc + 1)/2$ and the sum over each row is $\tau(a,b) = bc(abc + 1)/2$.

Theorem: There no magic rectangle set $\text{MRS}(a,b;c)$ for a odd if b or c is even.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ whenever $a \equiv b \equiv 0 \pmod{2}$, $2 \leq a$, $4 \leq b$.

Definition: A *magic rectangle set* $\text{MRS}(a,b;c)$ is a collection of c arrays $a \times b$ with $a, b > 1$ in which the first abc positive integers are placed so that the sum over each column of every $\text{MR}(a,b)$ is $\sigma(a,b) = ac(abc + 1)/2$ and the sum over each row is $\tau(a,b) = bc(abc + 1)/2$.

Theorem: There no magic rectangle set $\text{MRS}(a,b;c)$ for a odd if b or c is even.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ whenever $a \equiv b \equiv 0 \pmod{2}$, $2 \leq a$, $4 \leq b$.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ whenever $a \equiv b \equiv c \equiv 1 \pmod{2}$.

Definition: A *magic rectangle set* $\text{MRS}(a,b;c)$ is a collection of c arrays $a \times b$ with $a, b > 1$ in which the first abc positive integers are placed so that the sum over each column of every $\text{MR}(a,b)$ is $\sigma(a,b) = ac(abc + 1)/2$ and the sum over each row is $\tau(a,b) = bc(abc + 1)/2$.

Theorem: There no magic rectangle set $\text{MRS}(a,b;c)$ for a odd if b or c is even.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ whenever $a \equiv b \equiv 0 \pmod{2}$, $2 \leq a$, $4 \leq b$.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ whenever $a \equiv b \equiv c \equiv 1 \pmod{2}$.

Proof:

Definition: A *magic rectangle set* $\text{MRS}(a,b;c)$ is a collection of c arrays $a \times b$ with $a, b > 1$ in which the first abc positive integers are placed so that the sum over each column of every $\text{MR}(a,b)$ is $\sigma(a,b) = ac(abc + 1)/2$ and the sum over each row is $\tau(a,b) = bc(abc + 1)/2$.

Theorem: There no magic rectangle set $\text{MRS}(a,b;c)$ for a odd if b or c is even.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ whenever $a \equiv b \equiv 0 \pmod{2}$, $2 \leq a$, $4 \leq b$.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ whenever $a \equiv b \equiv c \equiv 1 \pmod{2}$. *Really?*

Proof:

Definition: A *magic rectangle set* $\text{MRS}(a,b;c)$ is a collection of c arrays $a \times b$ with $a, b > 1$ in which the first abc positive integers are placed so that the sum over each column of every $\text{MR}(a,b)$ is $\sigma(a,b) = ac(abc + 1)/2$ and the sum over each row is $\tau(a,b) = bc(abc + 1)/2$.

Theorem: There no magic rectangle set $\text{MRS}(a,b;c)$ for a odd if b or c is even.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ whenever $a \equiv b \equiv 0 \pmod{2}$, $2 \leq a$, $4 \leq b$.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ whenever $a \equiv b \equiv c \equiv 1 \pmod{2}$. *Really?*

Proof: *The margin of this napkin is to small...*

Theorem: There no magic rectangle set $MRS(a,b;c)$ for a odd if b or c is even.

Theorem: There is a magic rectangle set $MRS(a,b;c)$ whenever $a \equiv b \equiv 0 \pmod{2}$, $2 \leq a$, $4 \leq b$.

Theorem: There is a magic rectangle set $MRS(a,b;c)$ when $a \equiv b \equiv c \equiv 1 \pmod{2}$, c/a or c/b , and $a, b > 1$.

Theorem: There is a magic rectangle set $MRS(a,b;c)$ when $a \equiv b \equiv c \equiv 1 \pmod{2}$, $a \leq b$, d/c and $d \leq a$.

Example — MRS(7,11;15)

Take KA(3,5)					Lift it						
0	1	2	3	4	10	11	12	13	14	+10	
3	4	0	1	2	8	9	5	6	7	+5	
3	1	4	2	0	3	1	4	2	0	+0	
6	6	6	6	6	21	21	21	21	21		
Pick a column to construct LS(3)											
14	7	0	14	0	14	0	14	0	14	0	77
7	0	14	0	14	0	14	0	14	0	14	77
0	14	7	7	7	7	7	7	7	7	7	77
14	0	7	7	7	7	7	7	7	7	7	77
0	14	7	7	7	7	7	7	7	7	7	77
14	0	7	7	7	7	7	7	7	7	7	77
0	14	7	7	7	7	7	7	7	7	7	77
49	49	49	49	49	49	49	49	49	49	49	
Fill the rest											

Example — MRS(7,11;15)

Take KA(3,5)					Lift it						
0	1	2	3	4	10	11	12	13	14	+10	
3	4	0	1	2	8	9	5	6	7	+5	
3	1	4	2	0	3	1	4	2	0	+0	
6	6	6	6	6	21	21	21	21	21		
Pick a column to construct LS(3)											
14	7	0	14	0	14	0	14	0	14	0	77
7	0	14	0	14	0	14	0	14	0	14	77
0	14	7	7	7	7	7	7	7	7	7	77
14	0	7	7	7	7	7	7	7	7	7	77
0	14	7	7	7	7	7	7	7	7	7	77
14	0	7	7	7	7	7	7	7	7	7	77
0	14	7	7	7	7	7	7	7	7	7	77
49	49	49	49	49	49	49	49	49	49	49	
Fill the rest											
Repeat...											

Theorem: There no $\text{MRS}(a,b;c)$ for a odd if b or c is even.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ whenever $a \equiv b \equiv 0 \pmod{2}$, $2 \leq a$, $4 \leq b$, for any c .

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ when $a \equiv b \equiv c \equiv 1 \pmod{2}$, $3 \leq a \leq b$, d/c and $d \leq a$.

Corollary: There is a magic rectangle set $\text{MRS}(a,b;c)$ when $a \equiv b \equiv c \equiv 1 \pmod{2}$ and $3 \leq c \leq a \leq b$.

Theorem: There no $\text{MRS}(a,b;c)$ for a odd if b or c is even.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ whenever $a \equiv b \equiv 0 \pmod{2}$, $2 \leq a$, $4 \leq b$, for any c .

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ when $a \equiv b \equiv c \equiv 1 \pmod{2}$, $3 \leq a \leq b$, d/c and $d \leq a$.

Corollary: There is a magic rectangle set $\text{MRS}(a,b;c)$ when $a \equiv b \equiv c \equiv 1 \pmod{2}$ and $3 \leq c \leq a \leq b$.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ when $a \equiv b \equiv c \equiv 1 \pmod{2}$, $3 \leq a \leq b$, and $a \leq c$.

Example — $MRS(3,5;7)$



Example — MRS(3,5;7)

Take MR(3,5)						Multiply by 7 (base array)					
15	2	14	4	5	40	105	14	98	28	35	280
8	10	7	9	6	40	56	70	49	63	42	280
1	12	3	11	13	40	7	84	21	77	91	280
24	24	24	24	24		168	168	168	168	168	

Construct Kotzig Array KA(3,7)

1	2	3	4	5	6	7
7	5	3	1	6	4	2
4	5	6	7	1	2	3
12	12	12	12	12	12	12

Example — MRS(3,5;7)

Take MR(3,5)						Multiply by 7 (base array)					
15	2	14	4	5	40	105	14	98	28	35	280
8	10	7	9	6	40	56	70	49	63	42	280
1	12	3	11	13	40	7	84	21	77	91	280
24	24	24	24	24		168	168	168	168	168	

Construct Kotzig Array KA(3,7)

1	2	3	4	5	6	7
7	5	3	1	6	4	2
4	5	6	7	1	2	3
12	12	12	12	12	12	12

Construct LS(3)

1	4	7
7	1	4
4	7	1
12	12	12

Example — MRS(3,5;7)

Take MR(3,5)						Multiply by 7 (base array)					
15	2	14	4	5	40	105	14	98	28	35	280
8	10	7	9	6	40	56	70	49	63	42	280
1	12	3	11	13	40	7	84	21	77	91	280
24	24	24	24	24		168	168	168	168	168	

Construct Kotzig Array KA(3,7)

1	2	3	4	5	6	7
7	5	3	1	6	4	2
4	5	6	7	1	2	3
12	12	12	12	12	12	12

Construct LS(3) and complete 3x7 residual array

1	4	7	1	7	20
7	1	4	7	1	20
4	7	1	4	4	20
12	12	12	12	12	

Example — MRS(3,5;7)

Take MR(3,5)						Multiply by 7 (base array)					
15	2	14	4	5	40	105	14	98	28	35	280
8	10	7	9	6	40	56	70	49	63	42	280
1	12	3	11	13	40	7	84	21	77	91	280
24	24	24	24	24		168	168	168	168	168	

Construct Kotzig Array KA(3,7)

1	2	3	4	5	6	7
7	5	3	1	6	4	2
4	5	6	7	1	2	3
12	12	12	12	12	12	12

Construct LS(3) and complete 3x7 residual array

1	4	7	1	7	20
7	1	4	7	1	20
4	7	1	4	4	20
12	12	12	12	12	

Add base and residual arrays to obtain 1st rectangle

106	18	105	29	42	300
63	71	53	70	43	300
11	91	22	81	95	300
180	180	180	180	180	

Example — MRS(3,5;7)

Take MR(3,5)						Multiply by 7 (base array)					
15	2	14	4	5	40	105	14	98	28	35	280
8	10	7	9	6	40	56	70	49	63	42	280
1	12	3	11	13	40	7	84	21	77	91	280
24	24	24	24	24		168	168	168	168	168	

Construct Kotzig Array KA(3,7)

1	2	3	4	5	6	7
7	5	3	1	6	4	2
4	5	6	7	1	2	3
12	12	12	12	12	12	12

Construct LS(3) and complete 3x7 residual array

2	5	5	2	6	20
5	2	5	5	3	20
5	5	2	5	3	20
12	12	12	12	12	

**Repeat for
another column**

Add base and residual arrays to obtain 1st rectangle

107	19	103	30	41	300
61	72	54	68	45	300
12	89	23	82	94	300
180	180	180	180	180	

Example — MRS(3,5;7)

Take MR(3,5)						Multiply by 7 (base array)					
15	2	14	4	5	40	105	14	98	28	35	280
8	10	7	9	6	40	56	70	49	63	42	280
1	12	3	11	13	40	7	84	21	77	91	280
24	24	24	24	24		168	168	168	168	168	

Construct Kotzig Array KA(3,7)

1	2	3	4	5	6	7
7	5	3	1	6	4	2
4	5	6	7	1	2	3
12	12	12	12	12	12	12

Construct LS(3) and complete 3x7 residual array

3	6	3	3	5	20
3	3	6	3	5	20
6	3	3	6	2	20
12	12	12	12	12	

...and again

Add base and residual arrays to obtain 1st rectangle

108	20	101	31	40	300
59	73	55	66	47	300
13	87	24	83	93	300
180	180	180	180	180	

Example — MRS(3,5;7)

Take MR(3,5)						Multiply by 7 (base array)					
15	2	14	4	5	40	105	14	98	28	35	280
8	10	7	9	6	40	56	70	49	63	42	280
1	12	3	11	13	40	7	84	21	77	91	280
24	24	24	24	24		168	168	168	168	168	

Construct Kotzig Array KA(3,7)

1	2	3	4	5	6	7
7	5	3	1	6	4	2
4	5	6	7	1	2	3
12	12	12	12	12	12	12

Construct LS(3) and complete 3x7 residual array

7	3	2	7	1	20
2	7	3	2	6	20
3	2	7	3	5	20
12	12	12	12	12	

...until you are done!

Add base and residual arrays to obtain 1st rectangle

112	17	100	35	36	300
58	77	52	65	48	300
10	86	28	80	96	300
180	180	180	180	180	

Theorem: There no $\text{MRS}(a,b;c)$ for a odd if b or c is even.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ whenever $a \equiv b \equiv 0 \pmod{2}$, $2 \leq a$, $4 \leq b$, for any c .

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ when $a \equiv b \equiv c \equiv 1 \pmod{2}$, $3 \leq a \leq b$, d/c and $d \leq a$.

Corollary: There is a magic rectangle set $\text{MRS}(a,b;c)$ when $a \equiv b \equiv c \equiv 1 \pmod{2}$ and $3 \leq c \leq a \leq b$.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ when $a \equiv b \equiv c \equiv 1 \pmod{2}$, $3 \leq a \leq b$, and $a \leq c$.

Theorem: There no $\text{MRS}(a,b;c)$ for a odd if b or c is even.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ whenever $a \equiv b \equiv 0 \pmod{2}$, $2 \leq a$, $4 \leq b$, for any c .

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ when $a \equiv b \equiv c \equiv 1 \pmod{2}$, $3 \leq a \leq b$, d/c and $d \leq a$.

Corollary: There is a magic rectangle set $\text{MRS}(a,b;c)$ when $a \equiv b \equiv c \equiv 1 \pmod{2}$ and $3 \leq c \leq a \leq b$.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ when $a \equiv b \equiv c \equiv 1 \pmod{2}$, $3 \leq a \leq b$, and $a \leq c$.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ when $a \equiv b \equiv c \equiv 1 \pmod{2}$ and $3 \leq a \leq b$.

Theorem: There no $\text{MRS}(a,b;c)$ for a odd if b or c is even.

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ whenever $a \equiv b \equiv 0 \pmod{2}$, $2 \leq a$, $4 \leq b$, for any c .

Theorem: There is a magic rectangle set $\text{MRS}(a,b;c)$ when $a \equiv b \equiv c \equiv 1 \pmod{2}$ and $3 \leq a \leq b$.

Search for the spectrum...

Theorem: (P. Kovar, T. Kovarova)

A regular $\text{HIT}(n, r)$ does not exist when n and r are both even, or $r = 1, 2, (n-1), (n-2t)$, or $r \equiv 1 \pmod{4}$, and $n \equiv 2 \pmod{4}$.

Search for the spectrum...

Theorem: (P. Kovar, T. Kovarova)

For r even and n odd, $\text{HIT}(n,r)$ exists for all feasible values of n and r whenever $3 \leq r \leq n - 11$.

Search for the spectrum...

Theorem: (P. Kovar, T. Kovarova)

For r even and n odd, $\text{HIT}(n,r)$ exists for all feasible values of n and r whenever $3 \leq r \leq n - 11$.

So we started looking at n even.

Search for the spectrum...

Theorem: (P. Kovar, T. Kovarova)

For r even and n odd, $\text{HIT}(n,r)$ exists for all feasible values of n and r whenever $3 \leq r \leq n - 11$.

So we started looking at n even.

Theorem: (DF, A. Shepanik)

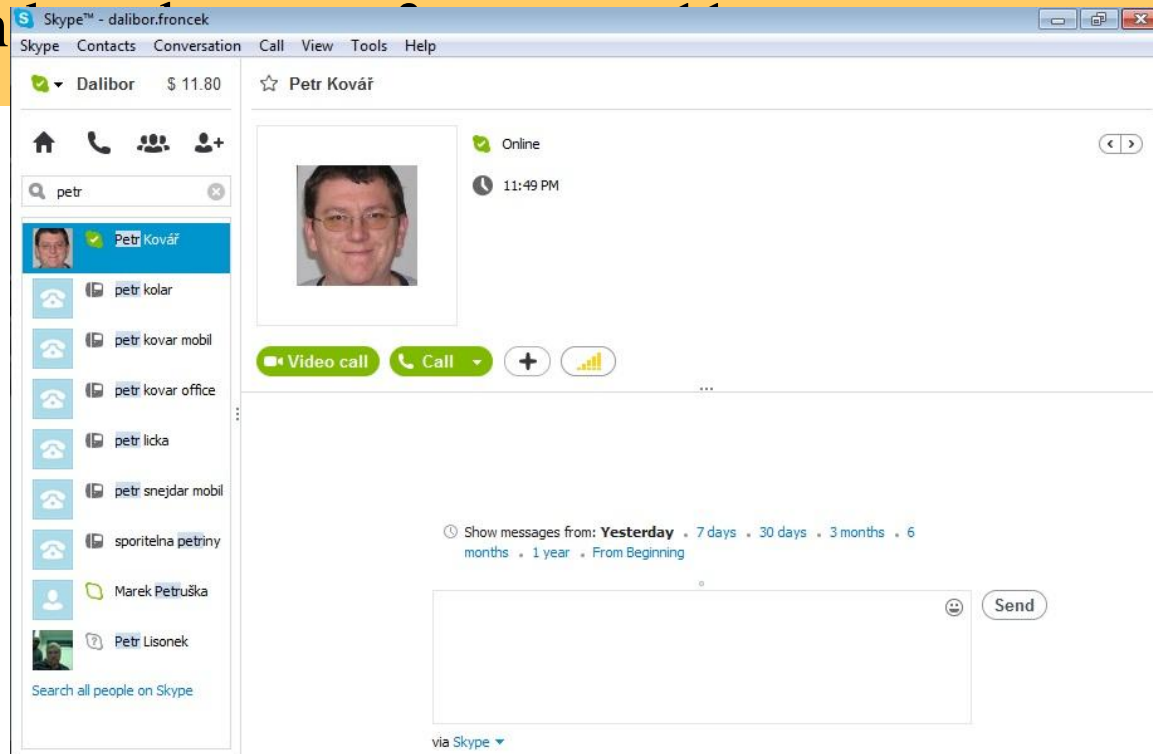
For $n \equiv 0 \pmod{8}$, $\text{HIT}(n,r)$ exists whenever $3 \leq r \leq n - 5$.

For $n \equiv 4 \pmod{8}$, $\text{HIT}(n,r)$ exists whenever $7 \leq r \leq n - 5$.

Search for the spectrum...

Theorem: (P. Kovar, T. Kovarova)

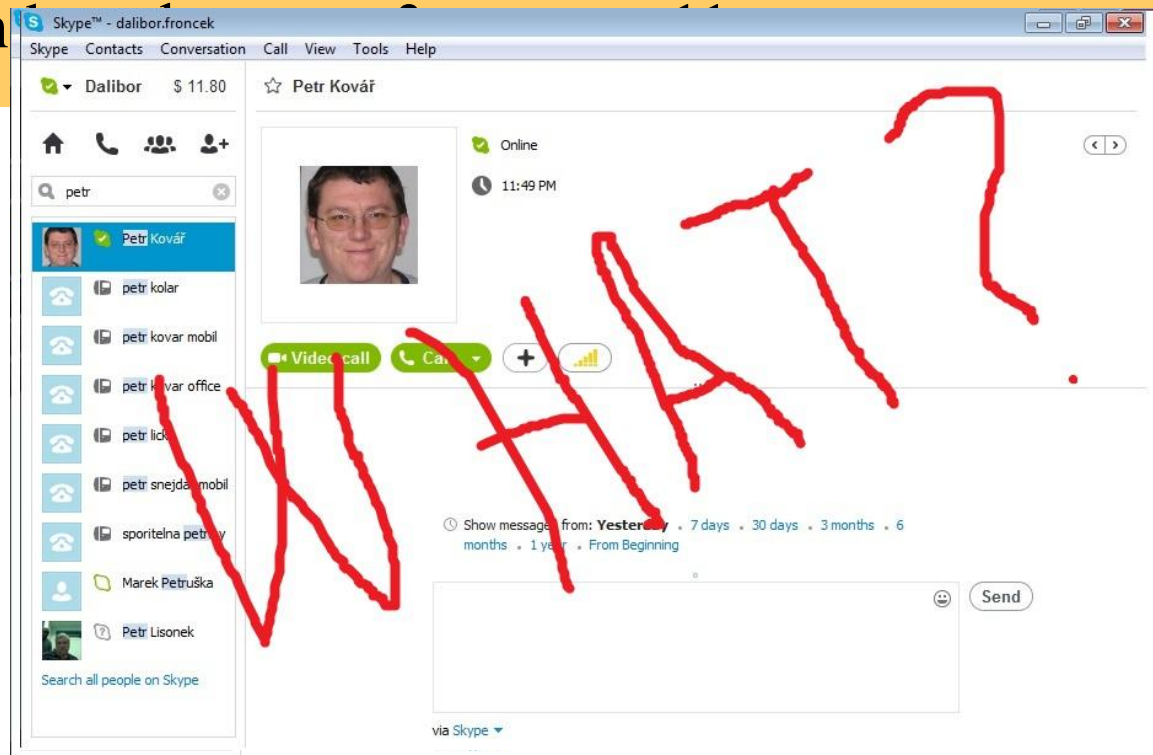
For r even and n odd, $\text{HIT}(n,r)$ exists for all feasible values of n and r .



Search for the spectrum...

Theorem: (P. Kovar, T. Kovarova)

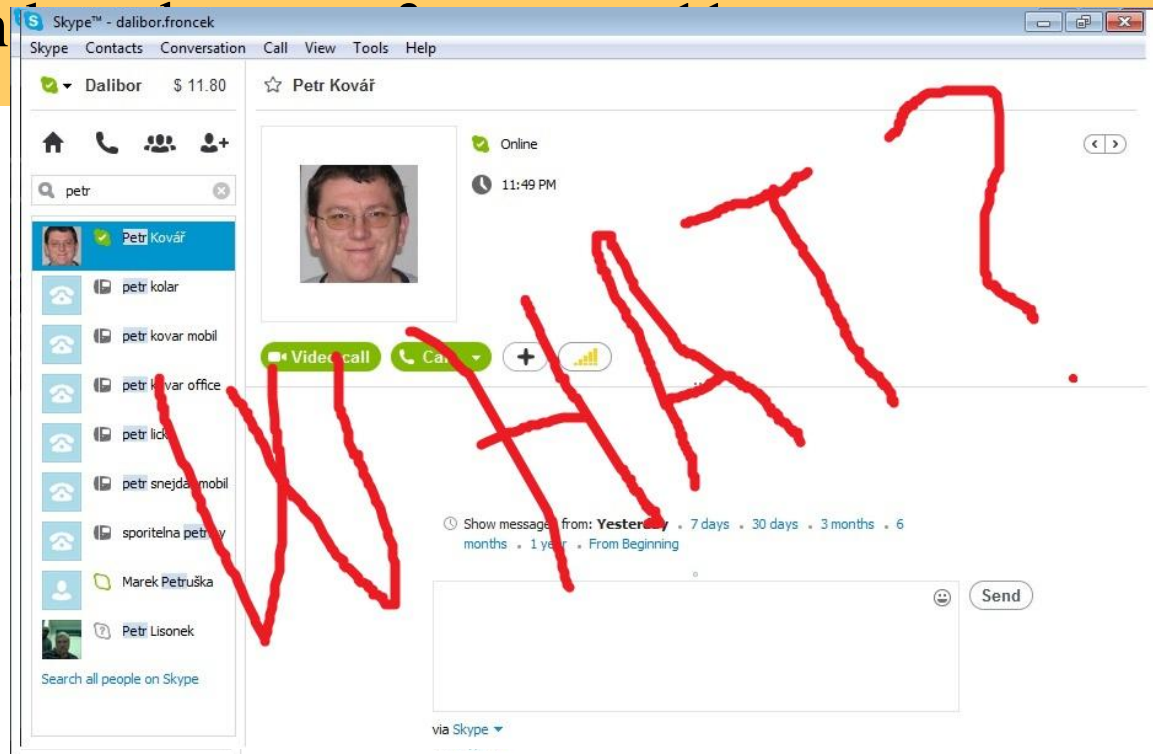
For r even and n odd, $\text{HIT}(n,r)$ exists for all feasible values of n and r .



Search for the spectrum...

Theorem: (P. Kovar, T. Kovarova)

For r even and n **even**, $\text{HIT}(n,r)$ exists for all feasible values of n and r .



Search for the spectrum...

Theorem: (DF, P. Kovar, T. Kovarova, A. Shepanik)

For r even and n **even**, $\text{HIT}(n, r)$ exists if and only if

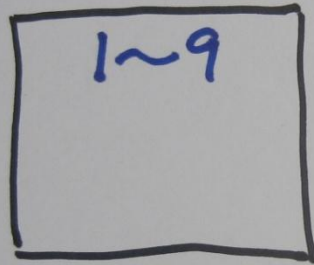
$n \equiv 0 \pmod{4}$ and $3 \leq r \leq n - 5$ or

$n \equiv 2 \pmod{4}$ and $3 \leq r \leq n - 7$.

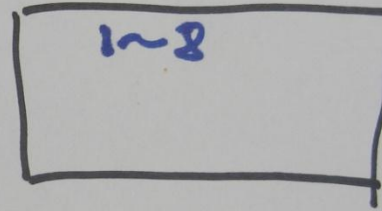
Search for the spectrum... for n odd

Search for the spectrum... for n odd

$$n=17$$



MR(3,3)



MR(2,4)

Search for the spectrum... for n odd

$$n=17$$

$$\begin{array}{c} 1 \sim 9 \\ +4 \\ 5 \sim 13 \end{array}$$

$$MR(3,3)$$

$$\begin{array}{cc} 1 \sim 8 & \\ +0 & +13 \\ 1 \sim 4 & 14 \sim 17 \end{array}$$

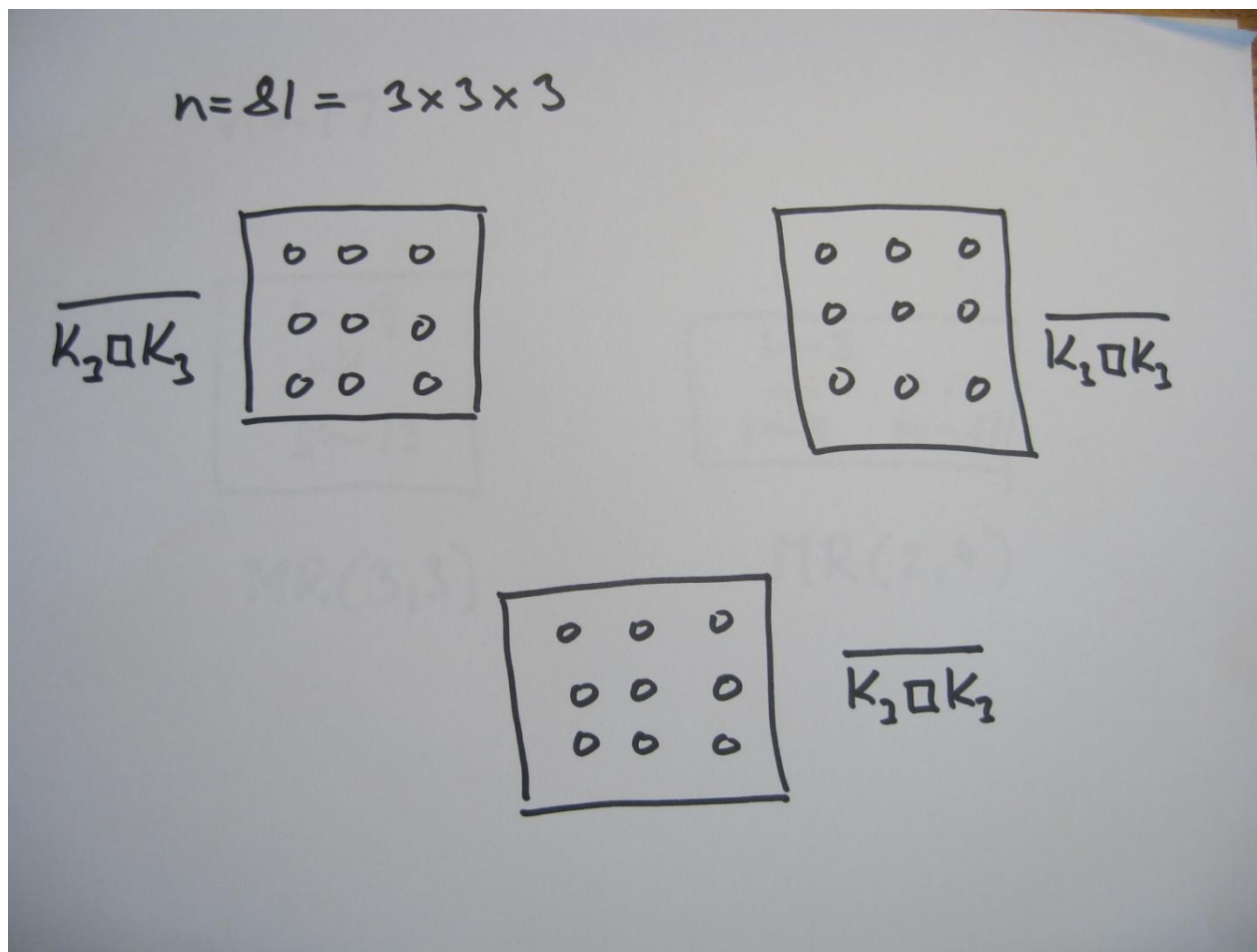
$$MR(2,4)$$

Search for the spectrum... for n odd

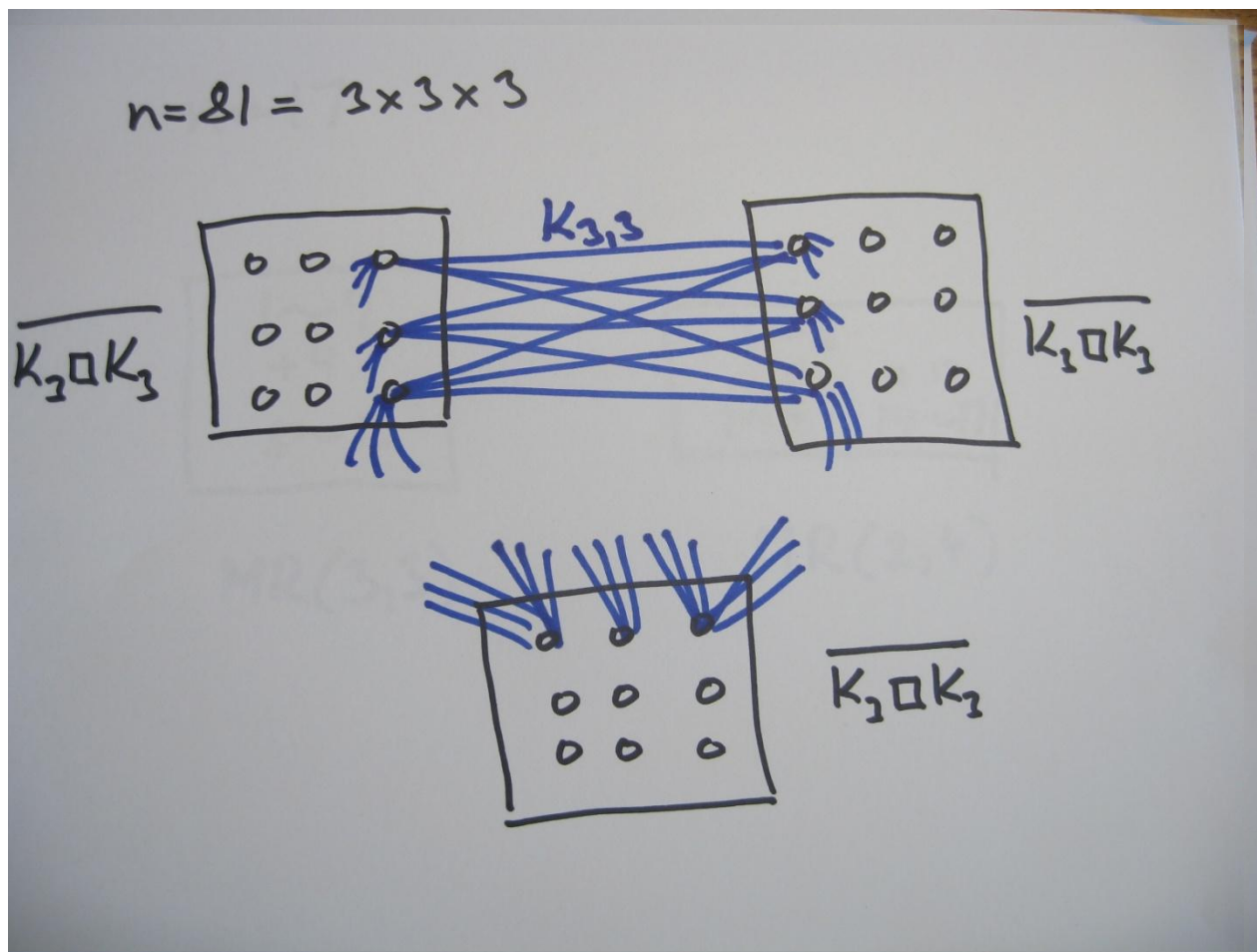
Observation:

For n odd, a HIT(n, r) exists (for some values of r) if $n \equiv 1 \pmod{4}$.

Search for the spectrum... for n odd



Search for the spectrum... for n odd



Thank you!

